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| 10/086,980 | 03/01/2002 | Osman Kent | TD-168 | 6304 |

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| EXAMINER |
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TUNG, KEE M

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2676

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**BEFORE THE BOARD OF PATENT APPEALS
AND INTERFERENCES**

Application Number: 10/086,980
Filing Date: March 01, 2002
Appellant(s): KENT, OSMAN

MAILED
MAY 04 2005
Technology Center 2600

David W. Roe
For Appellant

EXAMINER'S ANSWER

This is in response to the appeal brief filed 3/4/05.

(1) *Real Party in Interest*

A statement identifying the real party in interest is contained in the brief.

(2) *Related Appeals and Interferences*

A statement identifying the related appeals and interferences which will directly affect or be directly affected by or have a bearing on the decision in the pending appeal is contained in the brief.

(3) *Status of Claims*

The statement of the status of the claims contained in the brief is correct.

(4) *Status of Amendments After Final*

The appellant's statement of the status of amendments after final rejection contained in the brief is correct.

(5) *Summary of Invention*

The summary of invention contained in the brief is correct.

(6) *Issues*

The appellant's statement of the issues in the brief is correct.

(7) *Grouping of Claims*

Appellant's brief includes a statement that claims 1, 3-5, 7-35 do not stand or fall together and provides reasons as set forth in 37 CFR 1.192(c)(7) and (c)(8).

(8) *Claims Appealed*

The copy of the appealed claims contained in the Appendix to the brief is correct.

(9) *Prior Art of Record*

5,459,864

Brent et al

10-1995

(10) Grounds of Rejection

The following ground(s) of rejection are applicable to the appealed claims:

Claim Rejections - 35 USC § 103

1. The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

(a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negated by the manner in which the invention was made.

2. Claims 1, 3-5 and 7-35 are rejected under 35 U.S.C. 103(a) as being unpatentable over Baldwin (6,025,853) in view of Brent et al (5,459,864).

Baldwin teaches a graphics processor (2E) comprising a plurality of parallelized graphics computational units (col. 64, lines 16-21, 25-29 and 38-40), such as, rasterizer, scissor, stipple, alpha test, fog, texture, stencil test, depth test, local and frame buffer controllers. However, Baldwin fails to explicitly teach or suggest one or more task allocation units programmed to bypass defective ones of said subunits within said groups, and distribute incoming tasks only among operative ones of said subunits. It is old and well known and well used in the art to dynamically load balanced among multiple processors include skip or bypass defective unit(s). Furthermore, Brent teaches a load balancing, error recovery and reconfiguration control in a data movement subsystem with cooperating plural queue processors (Fig. 2, abstract, col. 2, lines 39-45, col. 5, lines 49-52 and col. 6, lines 11-18). It would have been obvious to

one of ordinary skill in the art at the time the present invention was made to combine the teachings of bypass defective unit and distribute load from defective unit to other units of Brent into the system of Baldwin in order to automatic load balancing among plural processors, automatic recovery from any failing processor, and automatic reconfiguration for the subsystem containing the processors without intervention from the operating system as taught by Brent (col. 1, lines 18-24). Therefore, at least claims 1, 3-5 and 7 would have been obvious.

As per claims 8 and 9, Baldwin teaches one or more of said parallelized graphics computational units operate with no more than 4 operative vertex processors and/or texture pipelines (Fig. 2D).

As per claims 10 and 11, Baldwin further teaches shading unit (col. 48, lines 26-50), primary texture cache (local texture storage, col. 7, lines 25-31) and a texture filter unit (col. 48, line 53 to col. 49, line 63).

Claims 12-19 are similar in scope to claims 1, 3-5 and 7-11, and thus are rejected under similar rationale.

Claims 20-27 are similar in scope to claims 1, 3-5 and 7-11, and thus are rejected under similar rationale.

Claims 28-35 are similar in scope to claims 1, 3-5 and 7-11, and thus are rejected under similar rationale.

(11) Response to Argument

Basically, appellant argues the terminology used in the Prior Art, such as, processor vs an unit. In the present application, appellant claims a graphics **processor**,

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comprising a plurality of parallelized graphics computational **units**. Therefore, to appellant in general or may be just for this application, the processor is a large scale "component" than a "unit". However, it seems to examiner that appellant is contradicting this logic in dependent claim 3 by claiming the unit includes "multiple vertex **processors**". If a processor is considered a larger scale unit than a unit, then a unit would not included a processor as in dependent claim 3. By the way, if a "**single**" graphics processor comprising a plural computational units and each unit includes multiple vertex processors", then the "**single**" graphics processor is considered as a "**multiple**" processors. For example, a Pentium 4 processor is labeled a single processor but contains multiple processors. It is well known and well used in the patent applications, specially in patent claims, a processor, a computation unit, a processing unit, and a controller, etc ... are interchangeable in the art and all can be called as a processor. Each component can vary in size and the scale of the component can all be different. It all depends on how the claims have being written and as long as it is clear. In the present application, the important issue is what the Brent reference as a whole teaches to one of ordinary skill in the art (allocation between multiple processors/units) in place of Baldwin.

In the present application, the prior art to Baldwin (same assignee) deals with allocation within a single graphics processor comprising a plurality of computational **units** and the prior art to Brent deals with allocation between pluralities of processors. However, as is well known in the art, a processor can be considered as a unit. There is no uniform definition which one is bigger. What is important is what the teachings as

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whole suggest to one of ordinary skill in the art, whether it is among a plurality of **processors** or a plurality of **units**? Therefore, all appellant's arguments related to (**large or small** scale) one deals with a single processor and the other deals with multiple processors are not deemed to be persuasive even in view of appellant's own patent.

Secondly, appellant argues that there is no teachings or suggestion in the cited references to combine the cited references. The examiner disagrees. As can be seen from the rejection above and the prior art, Baldwin teaches allocation between multiple units/processors and Brent also teaches allocation between multiple processors/units. Brent further teaches or suggests that his invention provides all the benefits and advantages over the prior art system which did not have the feature of distribute, recovery from defective units by reconfiguration of the system (see col. 1, lines 18-24).

Thirdly, appellant argues that the cited prior art fails to teach or suggest a single processor may continue to function even though it is partially defective. See above regarding terminology between a "processor" and a "unit".

Lastly, all the arguments also apply to Group B, C and D (there is no additional arguments for these Groups).

For the above reasons, it is believed that the rejections should be sustained.

Respectfully submitted,

Kee M Tung
Primary Examiner
Art Unit 2676



April 28, 2005

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